



# LEARNING

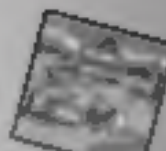
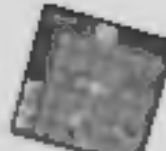
## Pixter<sup>®</sup> Software



Fisher-Price

### Owner's Manual

Model Number: C7309

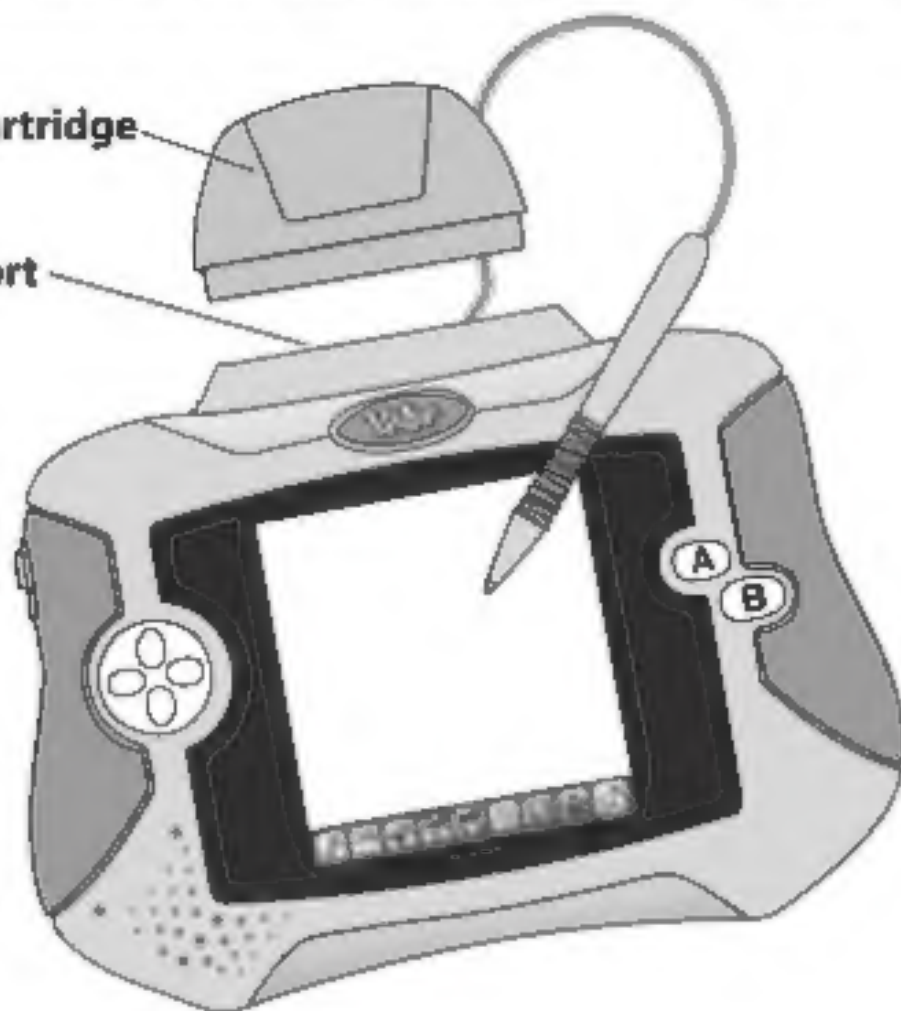


# Let's Go!

Before inserting a software cartridge, turn power off! Insert the software cartridge into the software port. Turn power back on.

Software Cartridge

Software Port





- Some of the tools on the toolbar are not available for use in some activities or games. If a tool is not available for use, you will hear a tone.
- These instructions include illustrations available only on Pixter® Multi-Media system.
- The D-pad and A/B Function Buttons do not function and the toolbar features are different when using this software cartridge with a Pixter® Multi-Media system.
- Please keep this manual for future reference, as it contains important information.

**IMPORTANT!** If the tip of the stylus and the image on screen do not align, it's time to calibrate them! Please refer to page 32, Calibrating the Stylus.



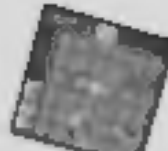
# Cyberchase™



- Login or choose an activity on the screen.
- Touch your choice on the screen with the stylus.


**Activities**

**Login**




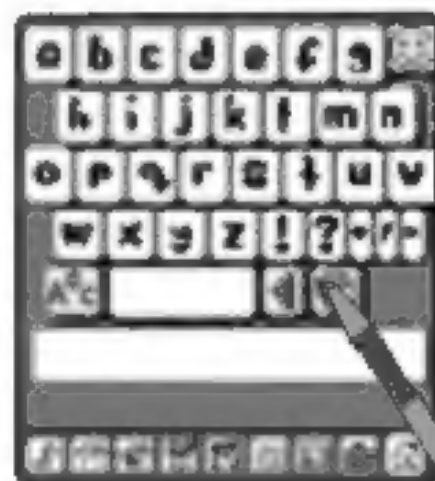
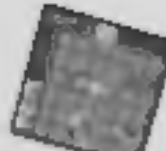
# Login!






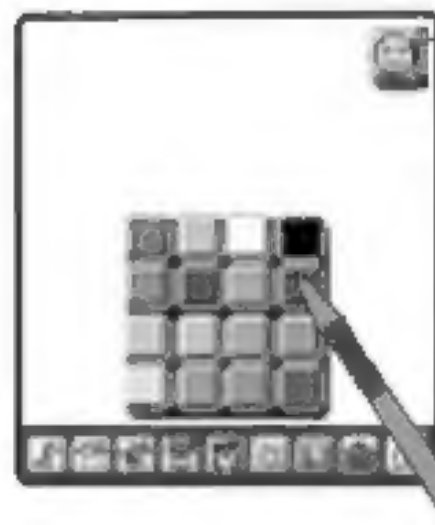
- Touch the flashing box  in the lower right corner with the stylus.




- Touch New Player  in the lower left corner with the stylus (go on to page 6).
- OR**
- To begin playing, touch your name on the screen with the stylus (go on to page 8).

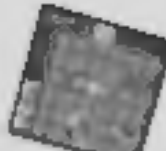




- Choose a color  and upper or lower case letters  for your name.
- Touch the color palette  on the screen with the stylus.




### Smiley Button

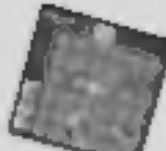
- Touch a color on the screen with the stylus.
- Touch the smiley button  on the screen with the stylus when you're done!



- Touch the abc  button on the screen with the stylus to choose upper case letters; touch again for lower case letters.
- Touch each letter of your name on the keyboard with the stylus.
- Touch the smiley button  on the screen with the stylus when you're done!



- Choose a picture to go with your name.
- When you find a picture that you like, touch your choice on the screen with the stylus.
- Touch the smiley button  on the screen with the stylus when you're done!



# Choose a Game or Activity!

Choose a game or activity from the Home Screen:  
**Sorting, Patterns, Logic, Creative Fun or Drawing.**



**Sorting**



**Patterns**



**Logic**



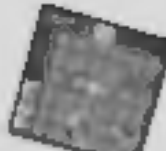
**Creative Fun**



**Drawing**

**Hint:** Go to page 27 for information on **Top Scores**; page 28 for information about your **Progress** and page 31 for information on how to **Log Out**!



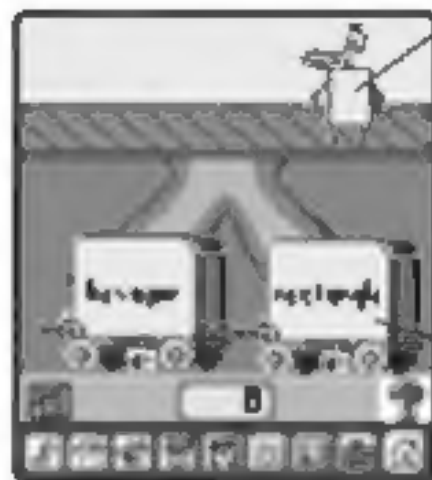


# Sorting

**Object:** Help Digit transport poddles to Poddleville.




- Choose a level:
  - 1 Match shapes or colors
  - 2 Match shapes/colors
  - 3 Compare numbers

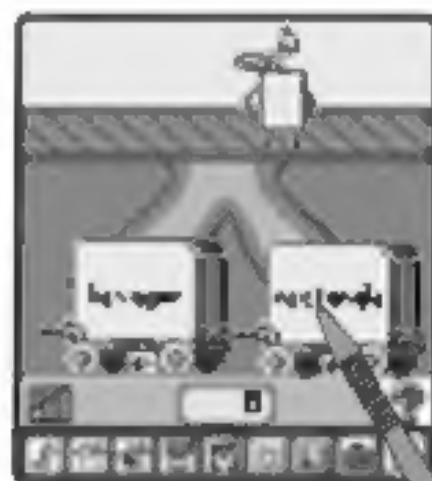
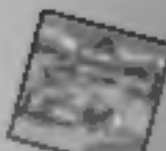
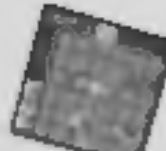


**Poddle**

- Watch the poddle move across the screen.
- Do you know which car it matches?

**Hint:** If you'd like to hear what is on each car, use the stylus to touch .

**Car**

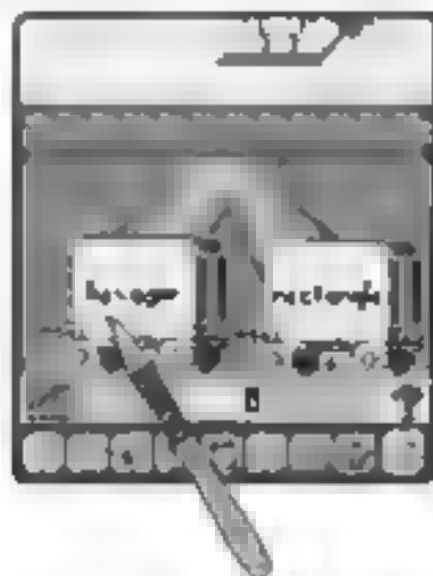
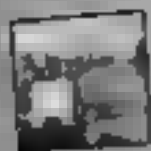


- Touch the car that matches the poddle.




Score

- If you answer correctly, great job!  
**Level 1** – score 10 points  
**Level 2** – score 20 points  
**Level 3** – score 30 points




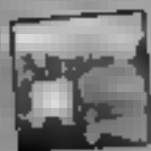
- If you answer incorrectly, try to match the next paddle.

**Hint:** Touch  on the screen with the stylus for help.



- **Good job!** Jump to the next level.

**Hint:** If you'd like to go to a new activity or game, touch Home  on the toolbar to return to the Home Screen.

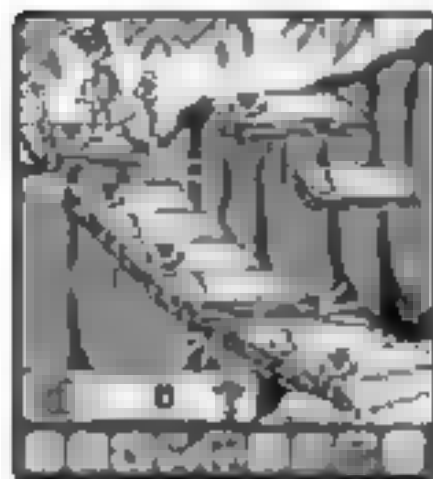


# Patterns

**Object:** Help replace the missing planks on the bridge by completing the pattern.

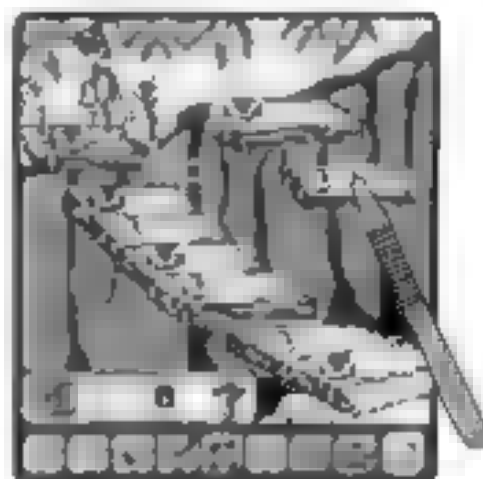


- Choose a level:
  - 1 Complete the simple pattern
  - 2 Complete the complex pattern
  - 3 Complete the number pattern



- Look at the bridge Do you see the pattern?

**Hint:** Touch  on the screen with the stylus for help.

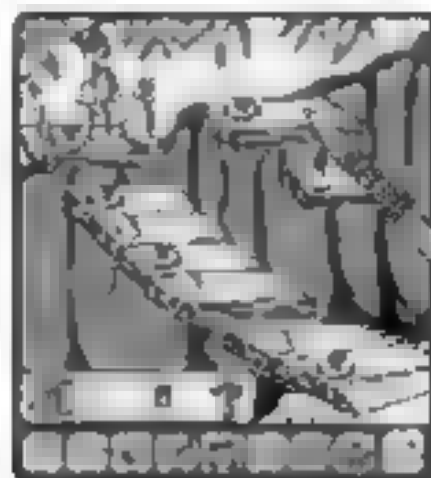
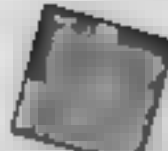
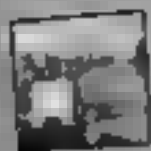


- Touch the bridge piece on the screen with the stylus that fits the pattern



Score


- ***Awesome!*** You selected the correct piece. You score points!

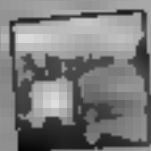


- If you answer incorrectly, try another bridge piece.



- **Good job!** Jump to the next level

**Hint:** If you'd like to go to a new activity or game, touch Home  on the toolbar to return to the Home Screen.

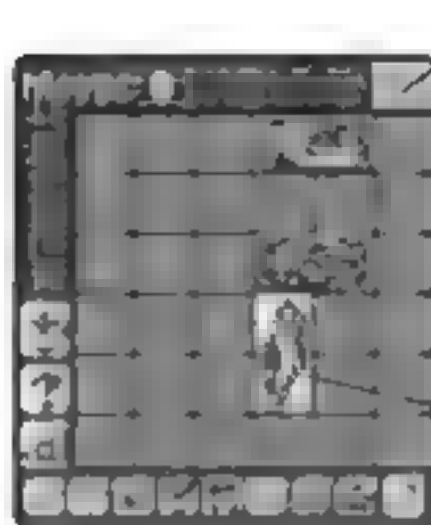


# Logic

**Object:** Move obstacles and cyber-vehicles out of the way to get Matt to the portal in as few moves as possible.




- Choose a level:
  - 1) Move one or two obstacles or cyber-vehicles
  - 2) Move two or more obstacles or cyber-vehicles
  - 3) Move more than three obstacles or cyber-vehicles



Portal

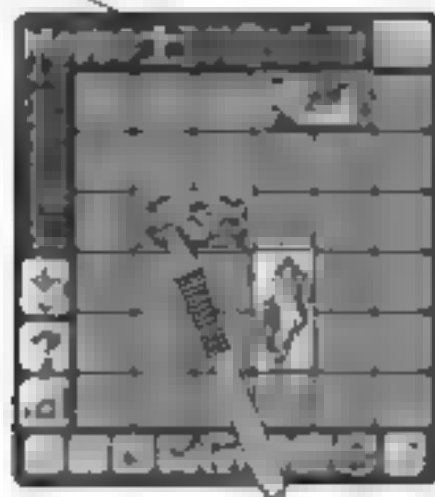
- Find Matt's coupe and the portal. Do you know which cyber-vehicles or obstacles need to move and where?

**Hint:** Touch  on the screen with the stylus for help.

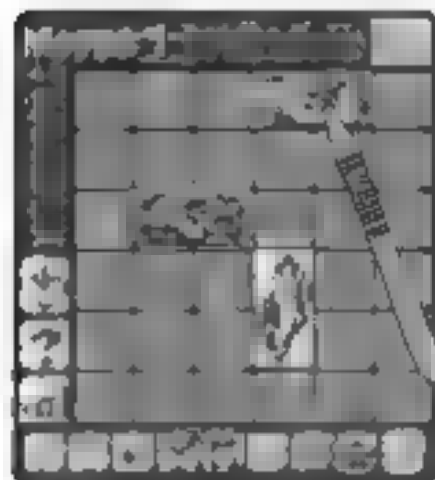
Matt's Coupe




## Moves



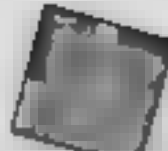
- Touch a cyber vehicle on the screen with the stylus. Drag the cyber vehicle out of the way.



- You made one move. What's your next move?

**Hint:** If you made a mistake, touch  on the screen with the stylus to start over




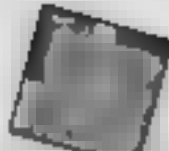


- Now, touch Matt's coupe on the screen with the stylus. Drag the coupe to the portal



- **He's out of here!** Jump to the next level!

*Hint: If you'd like to go to a new activity or game, touch Home  on the toolbar to return to the Home Screen.*



## Creative Fun

**Object:** Mix and match parts to create your own cyber robot.

Sound

Face

Body

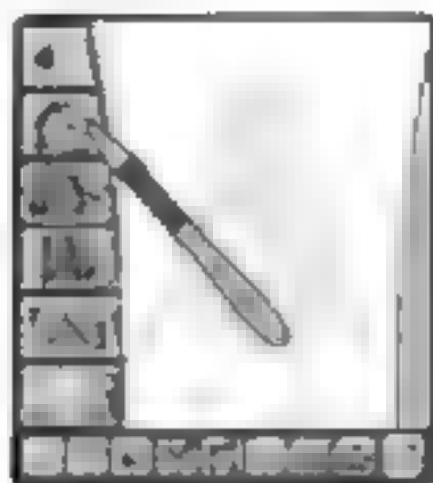
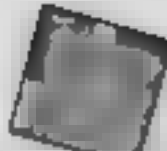
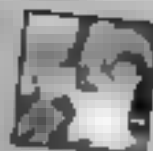
Legs

Settings

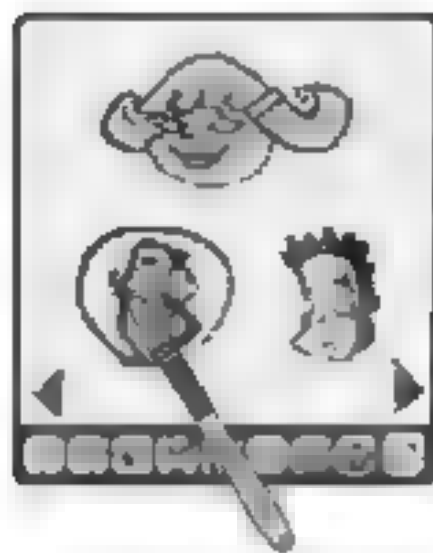


- Choose a face, body, legs, setting and sounds for your robot.

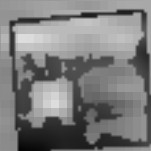
**Hint:** You can touch  on the screen with the stylus for a random, mystery creature!



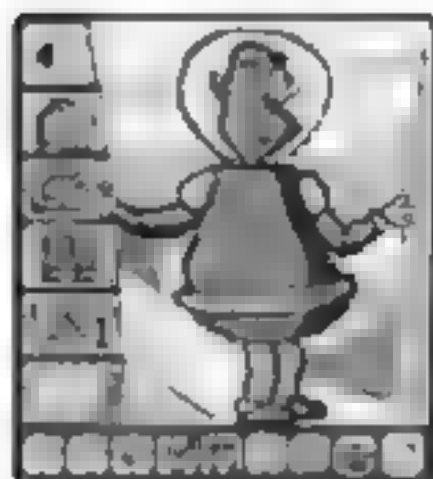
- Touch the face button on the screen with the stylus.



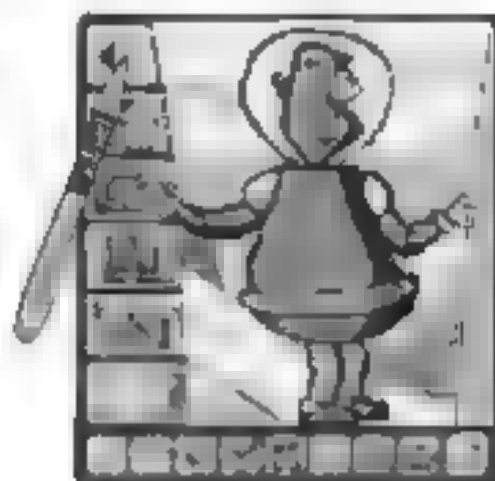
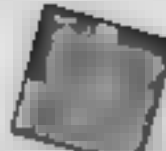
- Touch the arrows on the bottom of the screen with the stylus to scroll through choices.
- When you find a face that you like, touch your choice on the screen with the stylus.



- Look at your choice on the villain.



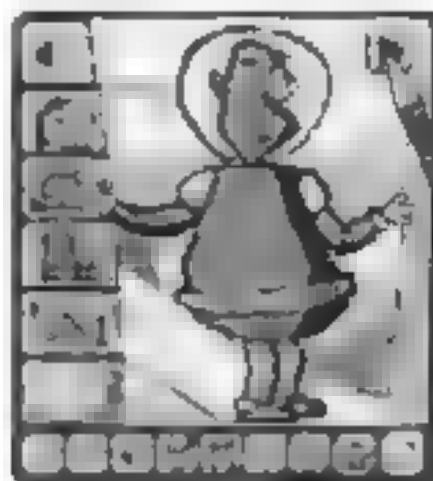
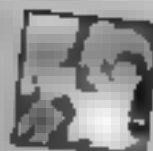
- Repeat this procedure to choose a body, legs and setting for your creature.



- Touch the sound button on the screen with the stylus.




- Touch a picture on the screen with the stylus to hear the sound.
- When you find a sound that you like, touch the smiley button in the upper right corner of the screen with the stylus.

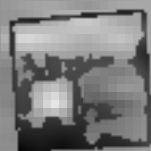


- When you've finished building your creature, you can listen and watch your cyber-robot.
- Touch the play button  on the top of the screen with the stylus.



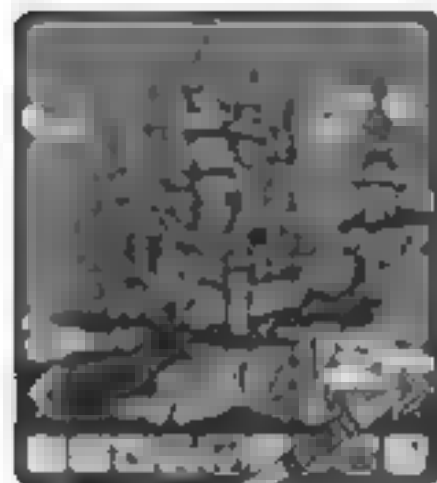
- You can also use the tools on the toolbar to finish your scene.

**Hint:** When you're finished creating, you can save your picture or touch Home  on the toolbar with the stylus to return to the Home Screen.



# Drawing

*Object: Create a cyberscene!*



- Choose a starter background.
- Touch the arrows on the bottom of the screen with the stylus to scroll through different backgrounds.



- When you find one that you like, touch your choice on the screen with the stylus.

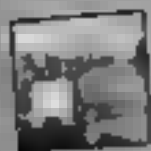


- The blinking arrow on the bottom of the screen encourages you to use the Stamp It tool on the toolbar Touch the Stamp It tool on the toolbar with the stylus.



- Touch the arrows on the bottom of the screen with the stylus to scroll through different stampers.

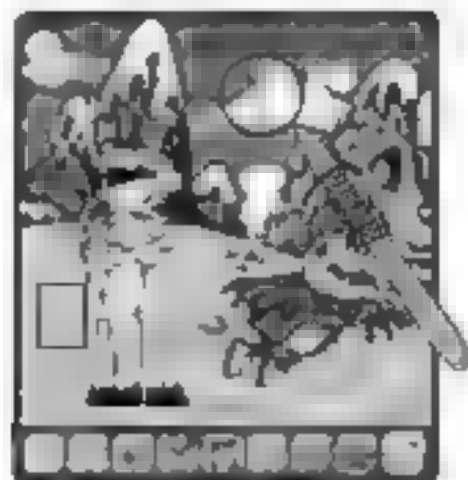





- When you find one that you like, touch your choice on the screen with the stylus.



- You're back to your background. Touch the screen with the stylus to place your stamper.



- You can also use the tools on the toolbar to finish your scene.

**Hint:** When you're finished creating, you can save your picture or touch Home  on the toolbar with the stylus to return to the Home Screen.



## Top Scores



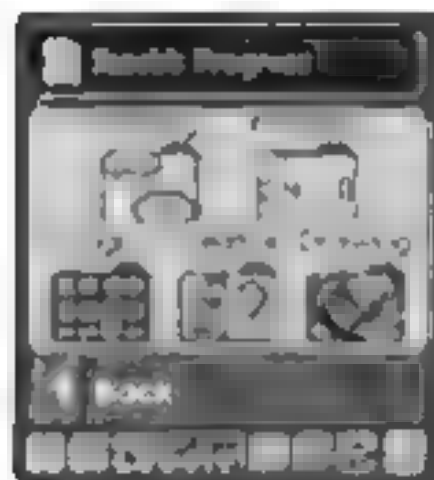
- Look at your top scores in Sorting or Patterns!

*Hint: Be sure you login to your name to see your scores.*

- Touch the back button ◀ on the screen with the stylus to return to the Home Screen

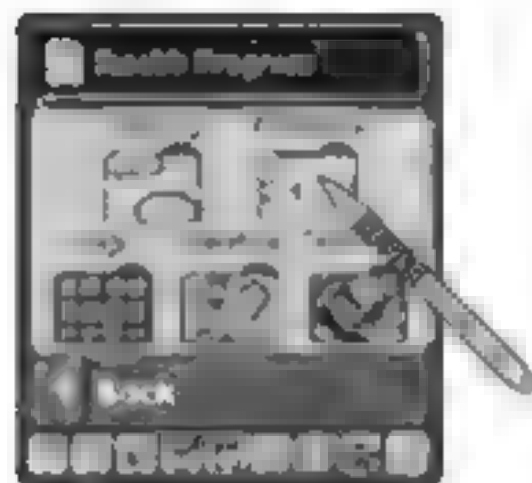


## Progress

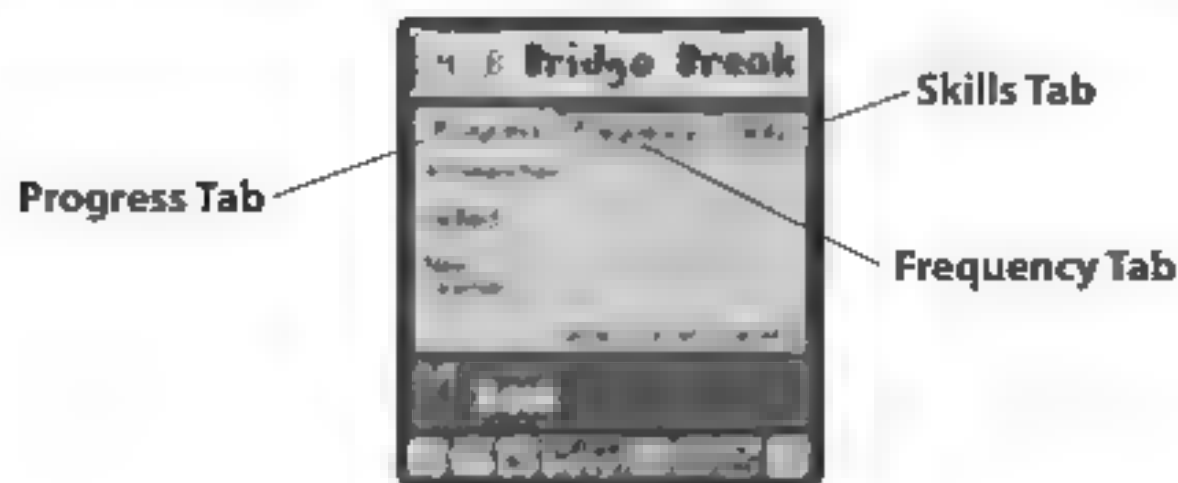


- Take a look at your progress report in any of the games or activities.

**Hint:** Be sure you login to your name to see your progress.



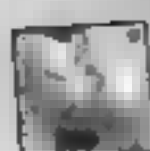
- Choose a game or activity Touch your choice on the screen with the stylus.



- Touch the **Progress** tab with the stylus to see your progress.

**Hint:** *There is a progress report only in the Sorting, Patterns or Logic games or activities.*

- Touch the **Frequency** tab with the stylus to see how many times you've played each game or activity.
- Touch the **Skills** tab with the stylus to review what skills are included with each game or activity.



**Progress**

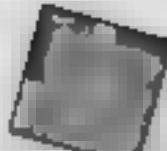
Bridge Break		
Group Name		
55	64	4

**Frequency**

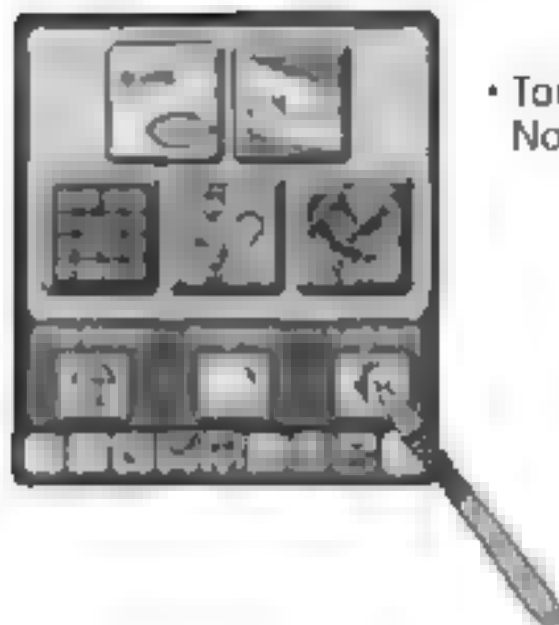


**Skills**

- Touch the back button ◀ with the stylus to return to the Home Screen.



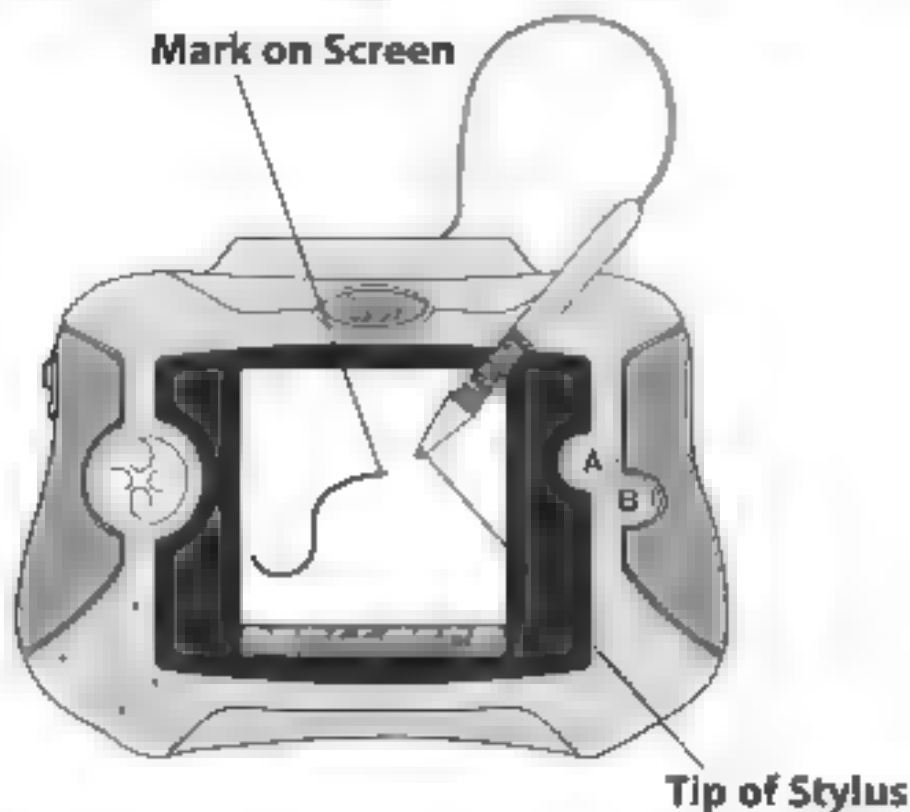
## Log Out



- Touch this button to log out as a player. Now, another player can log in!

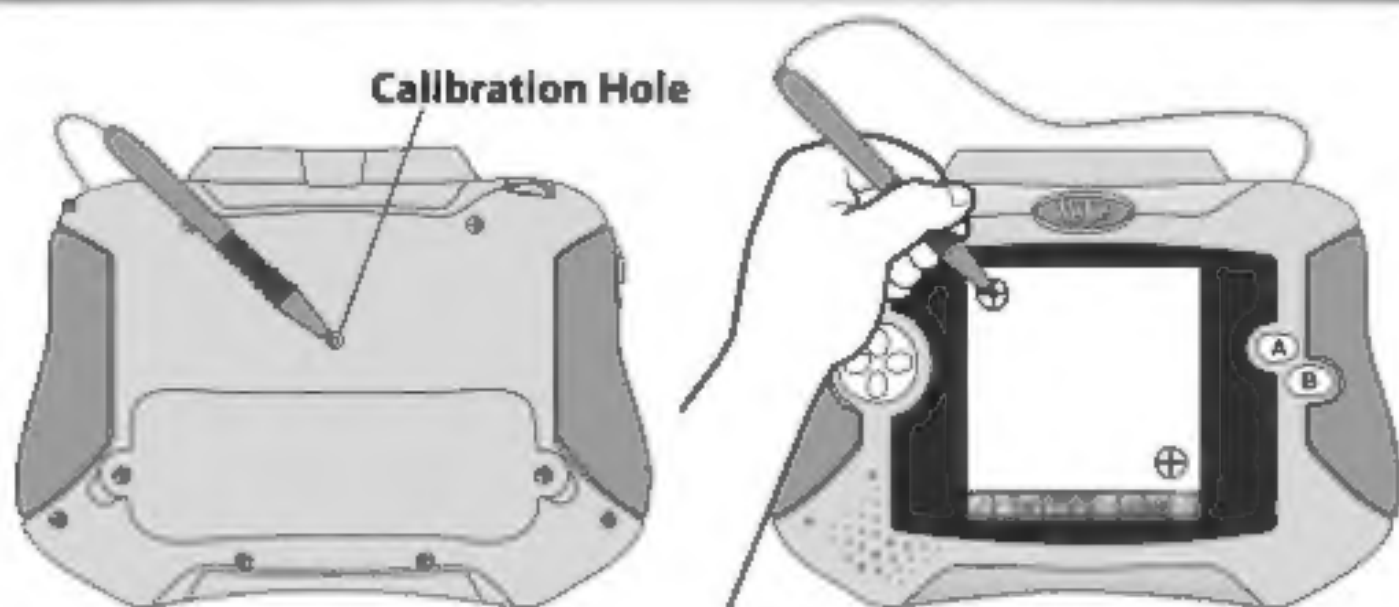
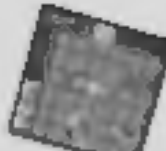


# Calibrating the Stylus




**IMPORTANT!** The mark made on your screen from the stylus and the location of the tip of the stylus may not align. When this happens, you need to calibrate the stylus.





- Turn Pixter® power on. Wait until you see the Home Screen.
- Turn Pixter over and locate the calibration hole.
- Insert, push and hold the stylus in the calibration hole. Turn Pixter® over so that you can see the screen.
- When you see two ⊕, remove the stylus from the calibration hole.
- First touch the ⊕ in the upper left corner with the tip of the stylus.
- Then, touch the ⊕ in the lower right corner with the tip of the stylus.

**Hint:** After calibrating your screen, the contrast resets to the mid-level.  
To change the contrast on the screen, touch the Utilities  tool.



## **One (1) Year Limited Warranty**

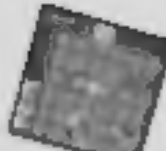
Fisher-Price, Inc., 636 Girard Avenue, East Aurora, New York 14052 warrants to the original owner Pixter® Cyberchase™ is free from all defects in material and workmanship when used under normal conditions for a period of one (1) year from the date of purchase.

Should the product fail to perform properly, we will repair or replace it at our option, free of charge. Purchaser is responsible for shipping the product to Consumer Relations at the address indicated above and for all associated freight and insurance cost. Fisher-Price, Inc. will bear the cost of shipping the repaired or replaced item to you.

This warranty is void if the owner repairs or modifies the product. This warranty excludes any liability other than that expressly stated above including but not limited to any incidental or consequential damages.

**SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.**

**THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH MAY VARY FROM STATE TO STATE.**



## Care

- Keep water, sand and dirt off of this cartridge.
- Keep this cartridge away from direct sunlight and excessive heat.
- Do not immerse the cartridge. Simply wipe the outside of the cartridge with a cloth to clean.
- This cartridge has no consumer serviceable parts. Please do not take this cartridge apart.

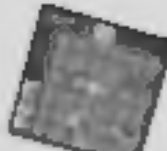
## Consumer Information

**Visit us on-line at [www.service.fisher-price.com](http://www.service.fisher-price.com).**

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-5437**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Or write to:

Fisher-Price® Consumer Relations  
636 Girard Avenue  
East Aurora, New York 14052



**For countries outside the United States:**

**CANADA**

**Questions? 1-800-432-5437**, Mattel Canada Inc., 6155 Freemont Blvd., Mississauga, Ontario, L5R 3W2; [www.service.mattel.com](http://www.service.mattel.com).

**GREAT BRITAIN**

Mattel UK Ltd, Vanwall Business Park, Maidenhead SL6 4UB.

Helpline: 01628 500303; [www.service.mattel.com/uk](http://www.service.mattel.com/uk).

**AUSTRALIA**

Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

**NEW ZEALAND**

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**ASIA**

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